

INSTRUCTION BOOKLET

**KEMCO**

KEMCO AMERICA, INC.  
8415 154th Ave. N.E.  
Redmond, WA 98052

**EmuMovies**

Printed in Japan

**KEMCO**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK. COPY MUST APPEAR IN ALL CAPS.**



LICENSED BY



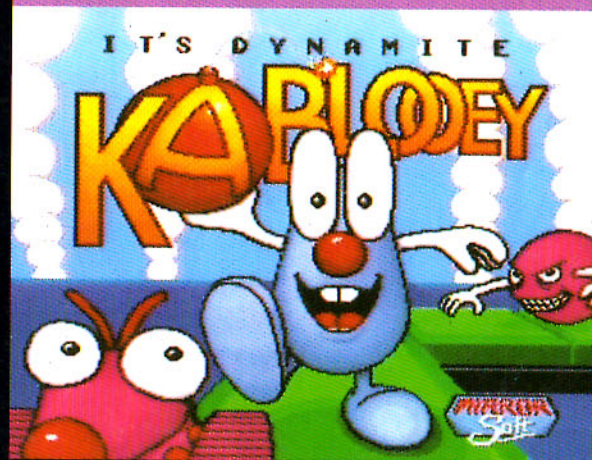
NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE COMPLETE  
COMPATIBILITY WITH YOUR SUPER  
NINTENDO ENTERTAINMENT SYSTEM.  
ALL NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE ONLY  
WITH OTHER AUTHORIZED PRODUCTS  
BEARING THE OFFICIAL NINTENDO  
SEAL OF QUALITY.

Thank you for purchasing this KA-BLOOEY Game Pak for the Super Nintendo Entertainment System; it's sure to be the most EXPLOSIVE puzzle game you've ever played!

You'll have to blast your way through 130 MIND-BLOWING levels, each harder and more complicated than the last, but you're sure to get a CHARGE out of it. The object of the game is to strategically DETONATE every bomb in each level, and still leave yourself a safe place to stand!

Good Luck, and have a BLAST!

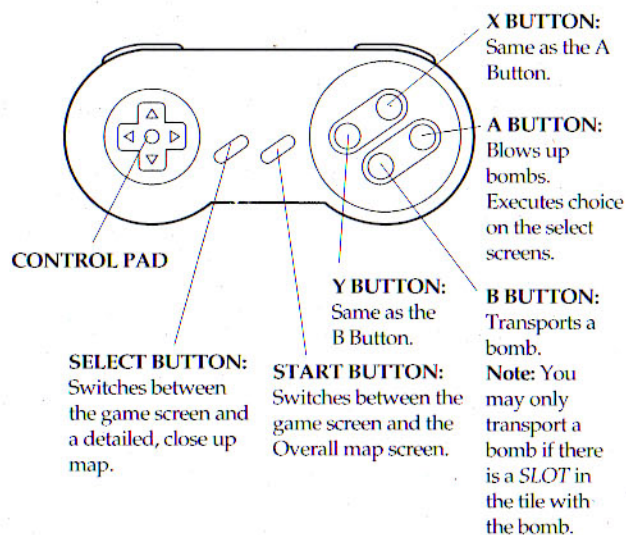


# TABLE OF CONTENTS

Game Controls	4
Getting Started	6
Password Info	8
Game Strategies	10
Game Screen	12
Regular Tiles	14
Special Tiles	16
Bombs and Mines	18
Explosion Areas	20
Enemy Characters	22
Warranty	24



# GAME CONTROLS



To detonate a bomb, you must stand on the same tile the bomb is on. Press and hold the A button for three seconds (you will see a count down) then move to a safe tile.

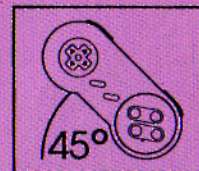
## CONTROL PAD (+ BUTTON):

Moves the bomb cursor on the select screens.  
Moves your character.

**Note:** Since KA-BLOOEY is played on a 3-D screen, the control pad works a bit differently:

- ❑ To move Character Down and Left, press **Down**.
- ❑ To move Character Down and Right, press **Right**.
- ❑ To move Character Up and Right, press **Up**.
- ❑ To move Character Up and Left, press **Left**.

**Hint:** Rotate the controller to the right 45 degrees for ease of use. (see below)



# GETTING STARTED

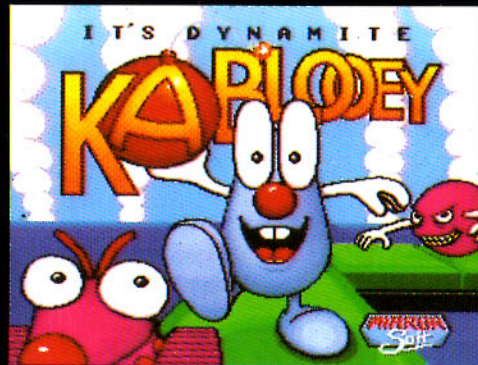
Insert the Game Pak into the Super NES and turn on the power.

After the Kemco information screen, the KA-BLOOEY title screen will appear. Press any button on the controller to advance to the player select screen.

On the Player Select screen, move the bomb cursor to the right or left using the control pad to select 1 or 2 players. Press the A button to make your selection.

At this point, you'll have to choose New Game or Password. If you have played the game before, and know the password to the level you wish to begin on, move the cursor to "Password" and press A. Enter the password to begin where you left off. If you haven't yet received a password from playing the game, select "New Game" and press start to begin the game on level 1.

**Hint:** You may also watch the select screen to see a brief explanation of all the objects that appear in the game.





# PASSWORD INFO

KA-BLOOEY has a built-in password feature that allows you to return to whatever level you left off at, even after you turn off the power!

At the start of each level, a password will be shown on the screen that you can use to return to that level at any time.

**Make sure you write down these passwords.** When you wish to restart, select "Password" after choosing 1 or 2 players. Use the control pad to choose and enter each of the letters that spell out the password of the level you wish to return to. Up and down changes the current letter, left and right will move forward or backward through the password. Press the A Button to enter the password. When you enter a correct password, the game will resume at the level with the corresponding password.

**Note:** If you get totally blown away, you may select the "continue" option to restart the game at the level that you perished. You will not have to enter a password, as long as you don't turn off the power.



# GAME STRATEGIES

Once you get started, it is time to work out your strategy. At the beginning of each level, press the **Start** button to see the map. Study the map and use it to plan your strategy for the level.

The timer will stop while you look at the map, so take as much time as you wish. Make sure you take into account effective use of the different explosion areas of the different bombs. Once you have planned an effective strategy, return to the 3-D screen and let the excitement begin.





# GAME SCREEN

Be Quick! If you hesitate, time will run out on you.

## A -BONUS

The amount of time you have left to finish the level. If a player fails to complete the stage within the required time limit, that player will lose a life.

## B -LEVEL

Indicates the stage that the player is currently playing. There are a total of 130 stages in the game.

## C -BOMBS

The number of bombs remaining to be blown up on the current level. Once this number reaches zero, the stage is cleared, and the player will advance to the next level.

## D -SCORES (1 UP and 2 UP)


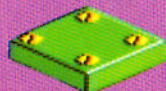



This is the number of points each player has. Each player will receive points for blowing up bombs, destroying enemies, and clearing levels.

**Hint:** You are awarded 10 bonus points for each tile left intact after blowing up all the bombs in a level.

















# REGULAR TILES



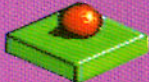



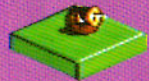











No.	3D	MAP VIEW	
1			<b>Normal Tile</b> Can be destroyed by an explosion.
2			<b>Slot Tile</b> Bombs are transportable only on these slotted tiles. Can be destroyed by an explosion.
3			<b>Riveted Tile</b> Indestructible
4			<b>Dissolver</b> Crumbles to pieces after you've stepped on it. Can be destroyed by an explosion.
5			<b>Ice Tile</b> So slippery, it will spin you out of control! Can be destroyed by an explosion.

# SPECIAL TILES

No	3D	Map View	
1			<b>Temple</b> This tile will stop an explosion, but in the process it will be destroyed.
2			<b>Teleport</b> Warp from one place to another by stepping on this tile. An explosion will destroy it.
3			<b>Spinner</b> If you step on a spinner tile, you'll be thrown off in a random direction. An explosion will destroy this tile.
4			<b>Switch</b> The A button activates the Switch and a new block will appear. Flip the switch again to make the block disappear. The Switch can be destroyed by an explosion.
5			<b>Squeak</b> Activate Squeak with the A button, then steer him like you would your own character. It doesn't matter if Squeak goes KABLOOEY as long as you are safe.
6			<b>Bubble</b> Activate with the A Button, then steer him like you would a Squeak (he looks like a Squeak except he is red). Unlike a Squeak, he'll explode if he touches a bomb.

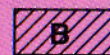


# BOMBS AND MINES

No.	3D	Map View	
1			Small Bomb
2			Mid-Sized Bomb
3			Large Bomb
4			Small Aerial Bomb When an Aerial bomb is detonated, all the other Aerial bombs will explode.
5			Mid-Size Aerial Bomb
6			Large Aerial Bomb
7			Small Mine Mines will explode when stepped on!
8			Large Mine
9			Swell Bomb It's size will swell from a small bomb to a large bomb, and back. The explosion size will also change depending on when it is detonated.

# EXPLOSION AREAS

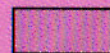
You must be familiar with the explosion areas of the different size bombs to plan a successful strategy. Refer to the drawings at right to see the different explosion areas:



= The location of the exploding bomb

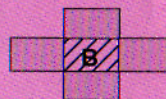


= The total explosion area

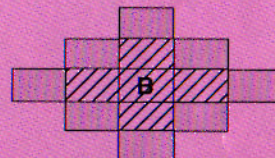


= Any other bombs located in this area will also be triggered!

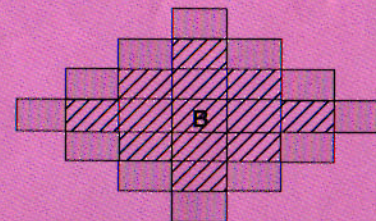
Small Bomb:



Mid-size Bomb:







Large Bomb:





# ENEMY CHARACTERS

If your character is touched by one of these nasties,  
you'll lose a life!

No.	3D	Map View	
1			This moves on the surface of the tiles in a set pattern.
2			This bounces on the surface of the tiles in a random pattern.

# WARRANTY

## KEMCO AMERICA, INC. LIMITED WARRANTY

KEMCO AMERICA, Inc. warrants to the original purchaser of this KEMCO AMERICA, Inc. software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The KEMCO AMERICA, Inc. software program is sold "AS IS" and without any expressed or implied warranty of any kind, and KEMCO AMERICA, Inc. is not liable for any losses or damages of any kind resulting from use of this program.

If the KEMCO AMERICA, Inc. software product fails to comply with this limited warranty, KEMCO AMERICA, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying KEMCO AMERICA, Inc. software products provided it is returned by the original purchaser, postage paid, with proof of purchase, to KEMCO AMERICA, Inc.'s Factory Service Center.

### TO RECEIVE THIS REMEDY:

1. DO NOT return your defective KEMCO AMERICA, Inc. software product to the retailer.

2. Send the defective product to KEMCO AMERICA, Inc. Factory Service Center at:

KEMCO AMERICA, INC.  
Warranty Return Center  
P.O. Box 110  
Redmond, WA 98073-0110  
(206) 556-9000

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with the product. The remedy provided above is your exclusive remedy if the KEMCO AMERICA, Inc. software product does not comply with this Limited Warranty.

This warranty shall not be applicable and shall be void if the defect in the KEMCO AMERICA, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATIONS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KEMCO AMERICA, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KEMCO AMERICA, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE KEMCO AMERICA, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.